

# Man Ting Mandy Wong

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<https://sheroine.github.io>

- Programming languages: C#, Javascript, HTML, CSS, C++, GDScript
- Tools: Visual Studio 2022, Visual Studio Code, Unity, Godot, Unreal Engine, Github, Figma, Krita, Aseprite

## Education

**Professional Diploma in Unity 3D Game Design & Development**, December 2024 – Current

**The Hong Kong Management Association**, Hong Kong, China

**Bachelor of Science in Game Design and Development**, Graduated Spring 2023, GPA 3.66 (Magna cum laude)

**Rochester Institute of Technology (RIT)**, Rochester NY, USA

- Minor in Digital Literatures and Comparative Media

## Projects

**G.R.A.V.Y. – PC game** July 2024

*Game Design and Developer*

- Collaborated with 4 other people to make this game in a 2 week game jam, and learning to use Godot on the fly
- Made and edited assets using Aseprite then implementing them in Godot
- Designed UI elements and menus using Godot themes then implemented their functionality
- Coded player, item, and camera behavior using GDScript
- Rigged and animated a 2D skeletal sprite completely within Godot

**Leap of Faith – Tabletop game** February 2022 – March 2023

*Game Designer*

- Collaborated with 4 other people to brainstorm core mechanics and gameplay loops to set the foundation of the game
- Rapid prototyping to facilitate playtesting at the beginning stages of the game to better gain player insight and feedback
- Continued adjustment of card effects and game mechanics to ensure player satisfaction from effect combinations

*Web Developer*

- Used Figma to design the layout, UI, and flow of the webpages
- Implemented website content in HTML, then styled it to the design using CSS and Bootstrap

*Artist*

- Made 30+ illustrations for front and back card art based on printing specifications using Krita
- Designed layouts for components to facilitate player experience, intuitiveness, and readability
- Designed graphics for icons used across game components

**Audio Visualizer / Just Visuals and Audio – Web App and Game** February – March 2020

*Web Developer*

- Paired programming with another person in JavaScript, HTML, and CSS to create an audio visualizer web app
- Parse audio data and present it as visual effects using JavaScript and web APIs
- Implement settings and controls to provide varied user experiences

## Experience

**Web Designer**

**Scorched Steel Industry**, Remote October – November 2024

- Designed website layout based on customer requirements using Figma
- Built 3 website pages in Squarespace and injected CSS code and custom elements to match the design and functions

**Artist for Changeling**

**RIT - School of Interactive Games and Media**, Rochester NY, USA January – May 2021

- Joined 50+ multidisciplinary student team to develop Changeling, a VR game produced in Unreal 4 using different traditional art styles to reflect characters' personalities and feelings in their respective levels.
- Designed concept art and textures for 3D models in the father character's level while working closely with the development team.
- Created 2D assets based on objectives set by the web team.